Subject: Re: Paint problems when using transparency
Posted by Didier on Tue, 24 Dec 2013 11:12:06 GMT

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Hi Mirek,

Yes the test was done with the latest svn sources but I have local modifications concerning MT that were encountered with ARM (sMutexLock() issue) : nothing concerning drawing(I verified).

I have a recent ide (01/12/2013 built from tar.gz sources, sorry I don't have the svn version number anymore) but I just rebuilt it from last SVN sources :
==> you're version of the code now works fine but my version still fails

My version gives the following log:
*s =RGBA(0, 255, 0, 239)
****************** ASSERT FAILED: Assertion failed in
/home/didier/MyApps/Test_painting/Test_painting.h, line 53
s->r <= s->a && s->g <= s->a && s->b <= s->a

After creating a new img with iml designer (just the same way that the previous ones were made) ... my version also works
  ==> My conclusion is that there was a bug in my previous theIde making bad iml files

  Maybe it would be a good thing to have a checking process for iml files in order to detect bad files : if I stumbleded on the problem maybe there are other bad iml files laying around and that just haven't been detected as bad yet (as long as there is no underlying transparency everything seems fine)

I joined my code in order for you to see the contents of the bad iml files
* testImg and testImg2 are   BAD
* testImg3 and testImg4 are   OK

File Attachments
1) Test_painting.zip, downloaded 371 times